Drakengard™

SQUARE ENIX™

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-

The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit http://www.pegi.info

SLES-52322

1 Player • Memory Card (8MB) (for PlayStation®2) : 41KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

DRAKENGARD™ © 2003, 2004 cavia/SQUARE ENIX CO., LTD. All rights reserved. DRAKENGARD and the SQUARE ENIX logo are trademarks of SQUARE ENIX CO., LTD.
Library programmes © 1997-2004 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Gathering a Take-Two company. Developed by cavia/ SQUARE ENIX CO., Ltd.

Drakengard™

The World of Drakengard™

It is an ancient time, and dragons still roam the earth. Two great powers, the Union and the Empire, wage fierce war for the control of a goddess who protects the harmony of the world. Hidden in three sacred places scattered throughout the world are the great seals. A fourth seal, which unites and protects the others, is embodied in the life of a single woman - the goddess. The legends say that should these seals be broken, the gods themselves will sow upon the earth the Seeds of Resurrection. Some claim that these seeds will bring forth the salvation of all mankind.

The Goddess

Upon the goddess's soul lies the awesome weight of the seals, a weight that inflicts torments so great that her very flesh seems to be torn asunder. But the continuity of all reason and order in the world rests on her life, and she can do naught but suffer in silence under the burden of her great duty. Only with death does the goddess's task end. At the moment of her passing, omens and portents appear throughout the world, identifying the next young woman who is to become the bearer of the seal. None can refuse this sacred duty; it is an evil nightmare that must be repeated, again and again, for as long as mankind still lives.

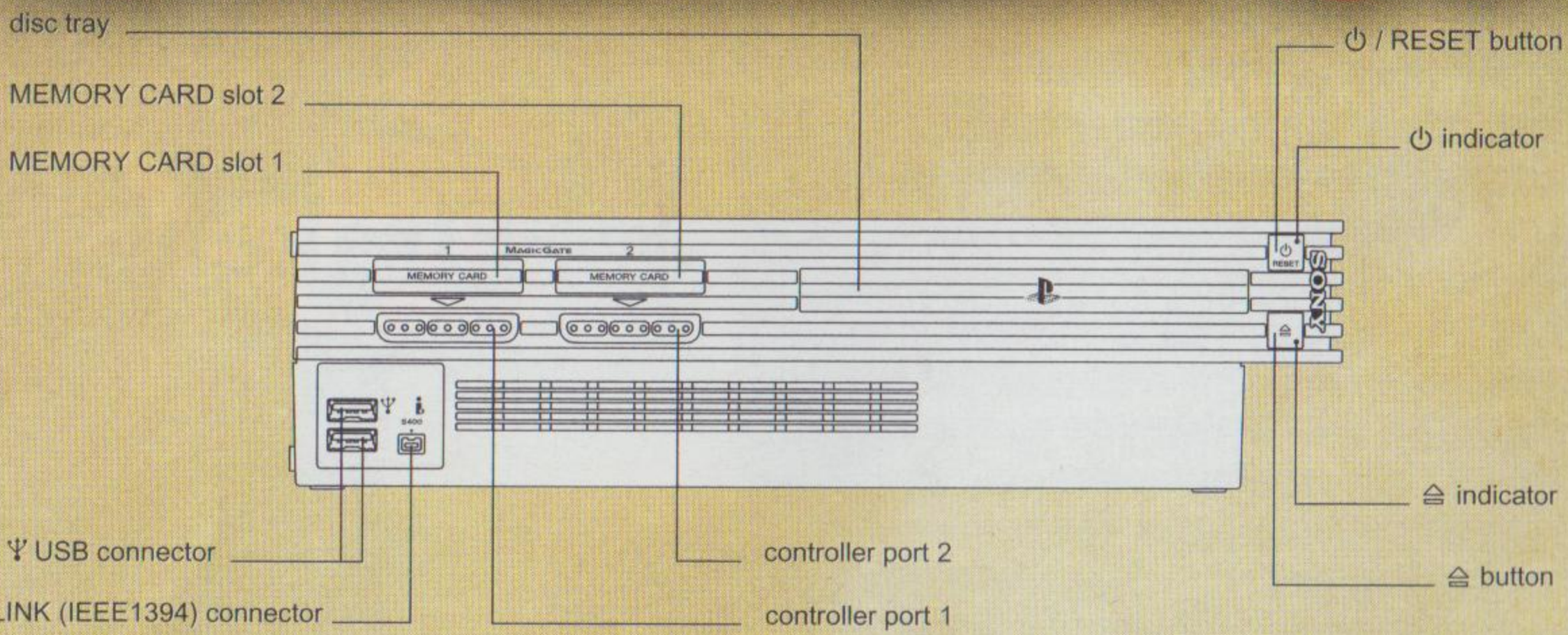
The Union and the Empire

Against the vast and awesome Empire stands the Union, an alliance of nations great and small. The Union protects the goddess, and for many years the two rivals have matched each other in strength and power. But now the Empire has gathered demons and monsters to its cause, its military might has grown powerful beyond reckoning, and it seeks to make the entire world its own. The balance of power has crumbled...

The Cult of the Watchers

It is rumoured that behind the baneful machinations of the Empire lies the enigmatic religious order known as The Cult of the Watchers. Though the Cult's murky origins remain wrapped in mystery, the dogma of the Cult has infested all levels of society. More crazed zealots swell the ranks of the believers with every passing day.

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach an analog controller (DUALSHOCK®2) in controller port 1 and other accessories as appropriate, BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Now turn the console ON at the MAIN POWER switch and press the ⏻/RESET button. When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open. Place the **Drakengard**™ disc in the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Finally, press the ⏻/RESET button again before commencing play.

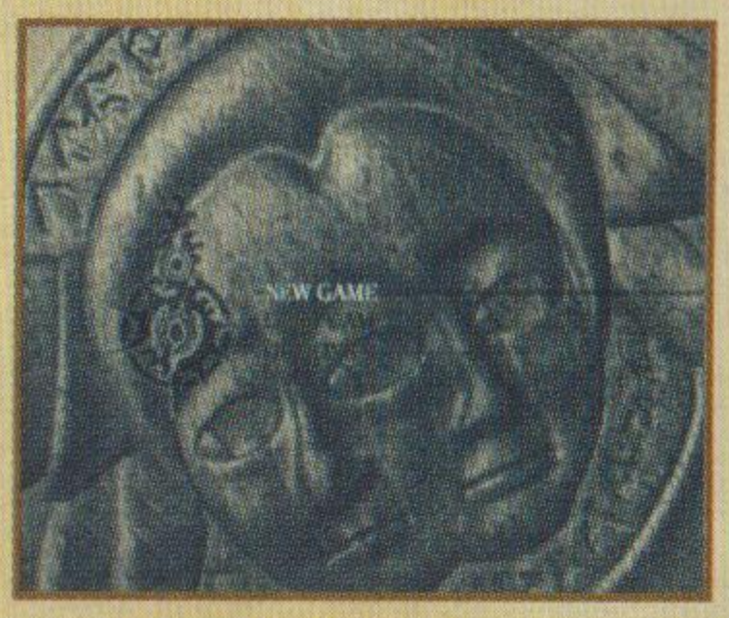
PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

Memory card (8MB) (for PlayStation®2)
PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the memory card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save/load game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. The player will need at least 41KB of free space on a Memory Card to save the data.

STARTING OUT

From the title screen, press the START button to display the main menu. Move the left analog stick up or down to make your selection, then press the ⊗ button.



New Game
Select "NEW GAME" to begin your adventure.
NOTE: previously saved data will be lost if you choose to overwrite it with subsequent saves.

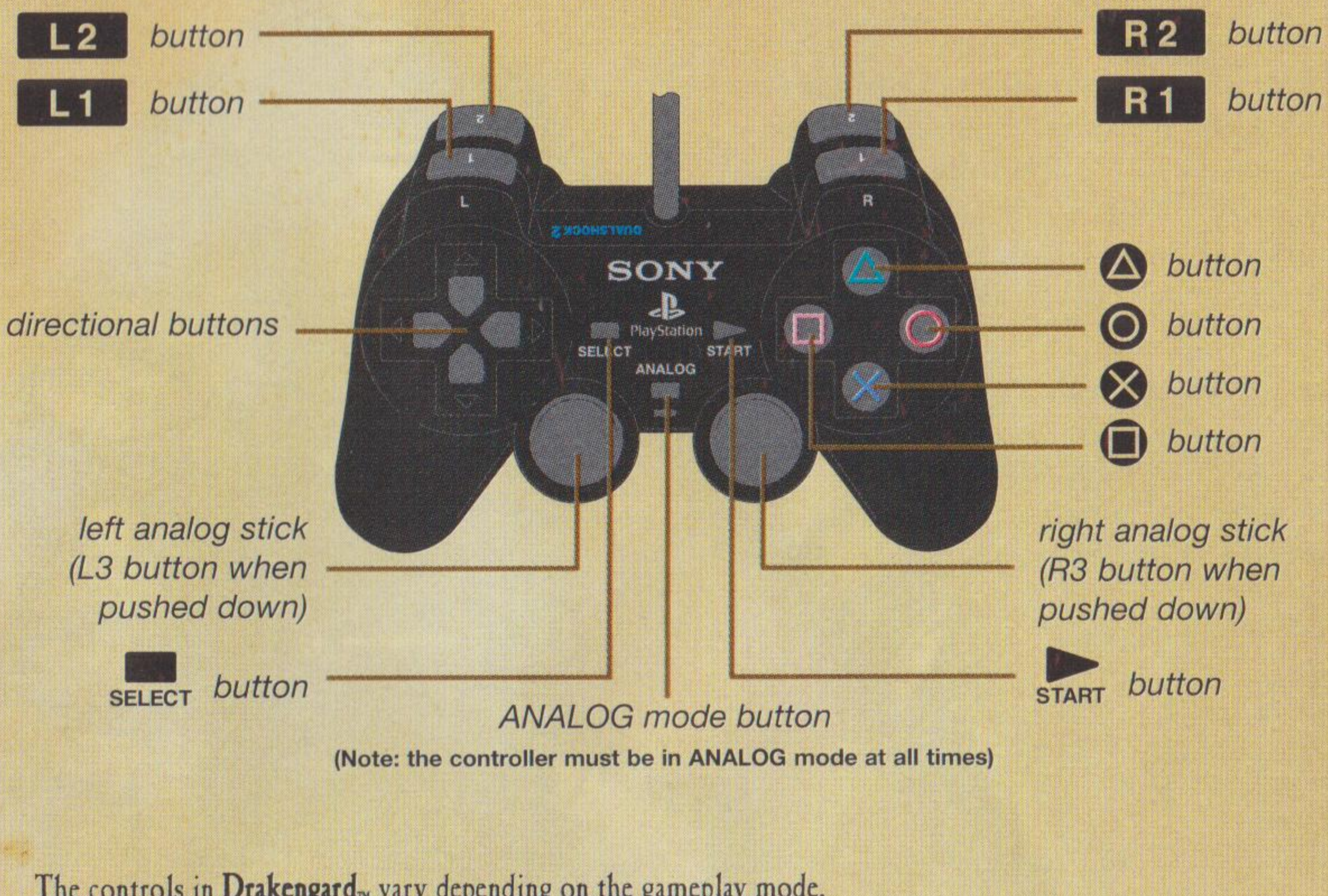
Load Game
Select "LOAD GAME" to load a previously saved game from a Memory Card. You can use this feature to resume from where you left off, replay cleared missions, or take on a free expedition (see FREE EXPEDITION section later in this manual for more details).

Options
Select "OPTIONS" to adjust game settings. (See OPTIONS section later in this manual for more details.)

NOTE: if you change options and then save the changes, these changes will autoload on boot-up. Although you can change the language under the Advanced settings, the first time you load the game it will default to the language set at the Console's System Configuration menu.

CONTROLS

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS



(Note: the controller must be in ANALOG mode at all times)

The controls in **Drakengard**™ vary depending on the gameplay mode.

MENU SELECTION:

left analog stick	Move cursor / Select command
⊗ button	Select
△ button	Cancel / Return

COMMON BATTLE CONTROLS:

left analog stick	Move character
right analog stick	Move camera
□ button	Standard attack
L1 button	Roll left
R1 button	Roll right
L3 button	View / Hide enemy health
R3 button	View map
START button	Pause

SPECIFIC BATTLE CONTROLS:

	Melee Controls	Strafe / Aerial Controls
○ button	Switch to ally	Change target (aerial only)
□ button	Attack	Dragonfire
△ button	Magic attack / Finishing blow	Magic attack
⊗ button	Jump / Talk	Accelerate
L2 button	Block	Shift camera towards target (aerial only)
R2 button	Change weapon	Face target (aerial only)
L1 button + R1 button	--	180-degree turn
SELECT button	Mount/Dismount dragon (post-pact)	Mount/Dismount dragon (Strafe Mode only)

NOTE: this game only supports the analog controller (DUALSHOCK®2).

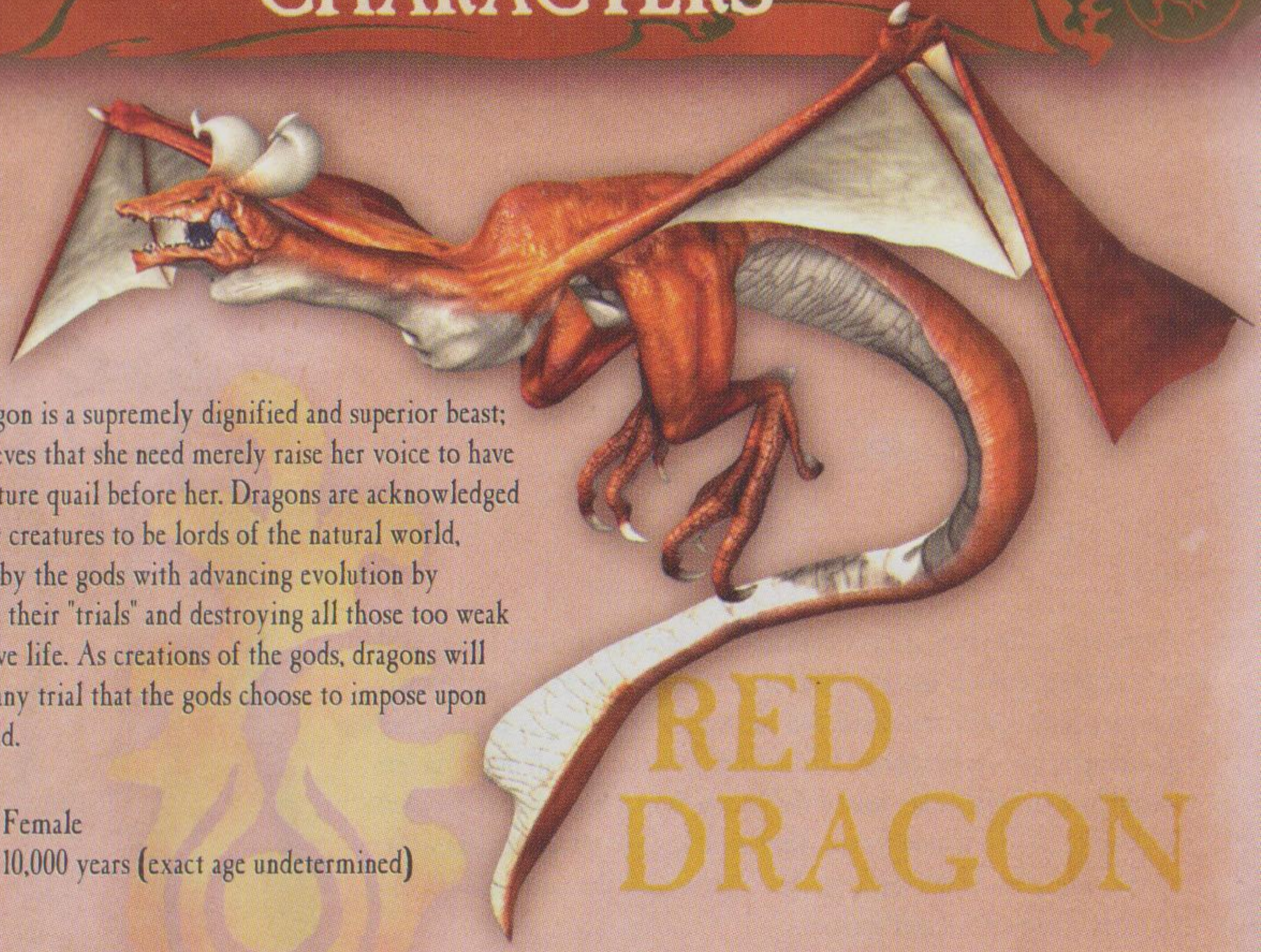
CHARACTERS

CAIM

The son of royalty, Caim was forced to witness the brutal murder of his parents by an Imperial dragon. Since then, his hatred for the Empire has grown ever greater, and he now lives only to wage war against it as a soldier in the army of the Union. In his face and eyes there burns a cold, grim determination.

Sex:	Male
Age:	24
Pact-beast:	Red dragon
Pact-price:	Voice
Location of Mark:	Tongue

In the centre of the war's bloody maelstrom stands a warrior named Caim. He was the prince of a small kingdom, until his parents were cruelly murdered and his nation was destroyed by the red-eyed dragons of the Empire. Now he seeks his revenge on the battlefield in the service of the Union. One day, in the midst of a ferocious battle with the minions of the Empire, Caim hears that his army's own castle is under attack. Within the castle is his sister Furiae, the goddess whose duty it is to protect the seals of the world. It is the desire to control her that drives the Empire to wage its wicked war. To protect his sister, Caim hurls himself, alone, at the swirling mass of Imperial soldiers.



RED DRAGON

The dragon is a supremely dignified and superior beast; she believes that she need merely raise her voice to have any creature quail before her. Dragons are acknowledged by other creatures to be lords of the natural world, charged by the gods with advancing evolution by applying their "trials" and destroying all those too weak to deserve life. As creations of the gods, dragons will survive any trial that the gods choose to impose upon the world.

Sex: Female
Age: 10,000 years (exact age undetermined)

Chains of a Pact

Revenge's passion overcomes hate, and a dragon becomes the warrior's steed. Breaking into the castle through the closing net of the Imperial army, the mortally wounded Caim encounters a shocking spectacle. Before him, captured and fettered by the Empire, is a crimson dragon, a creature of the same race that slew his parents. Eyes made blind by rage, Caim lifts his sword to strike dead the hated beast.

"Kill me if you desire..." whispers the dying dragon.

Caim pauses, his sword still raised to deliver the death-blow. And at that moment, he makes the decision to live, and demands from the dragon a pact. Though the pact-price he must pay is undeniably great, a union with the dragon would not only allow him to survive, it would afford him the power to exact his terrible revenge on the Empire. When a human and a beast exchange hearts and forge a pact, they become "pact-partners". It is said that a human and his or her pact-beast are equal in strength to an entire nation's army, but only a select few may ever be worthy of tasting such power. The human must pay a terrible price for a pact by sacrificing a treasured function of his or her body. But the mighty dragons are a noble race and do not easily submit to the dominance of others. Even though captured and on the brink of death, the dragon's pride is still strong.

"Tell me. Do you still want to live, dragon? A pact! There's no other way."

Caim will not be denied, and little by little, the dragon begins to reconsider. For a moment that seems like an eternity, the two proud adversaries glare at each other. Then the dragon makes a decision.

"Yes. A pact..."

Caim and the dragon exchange hearts, and the pact is sealed. From now on, dragon and warrior will, for good or for ill, share the same fate.
Transformed into a rider of dragons, Caim turns towards a battle in which is wrapped the fate of the goddess, of Inuart, and of the whole world.

CHARACTERS

FURIAE

Furiae is Caim's sister. Raised as a royal princess, she struggles to come to terms with her appointed role as the goddess. With a melancholy affection for her brother sealed deep within her heart, she now passes her days in near solitude with only sad prayers to keep her company. Her sheltered upbringing has left her incapable of defending herself, and she must rely on the kindness and strength of those around her.

Sex: Female
Age: 19

At the age of fourteen, the portents led the hierarchs to name Furiae as the next goddess, and her life was transformed irrevocably. Her kingdom was lost, her parents were murdered, and the burden of serving as the goddess was placed upon her. As her cursed fate unfolded, Furiae lost all hope. As fate would have it, her brother joined the Union; Furiae was taken to his castle to be protected by Union forces. Yet Furiae has lost all attachment to her earthly life. Even as the battle for her rages around the castle, she can only sit quietly and offer silent prayers.

INUART

Inuart is the son of a nobleman from the kingdom once ruled by Caim's family. Inuart has a beautiful singing voice and is a master of the harp. Though sincere and honest, his heart is weak. When the situation turns grave, he must have someone to cling to lest he collapse into ineffectual despair. The one he relies on the most is his former betrothed, Furiae.

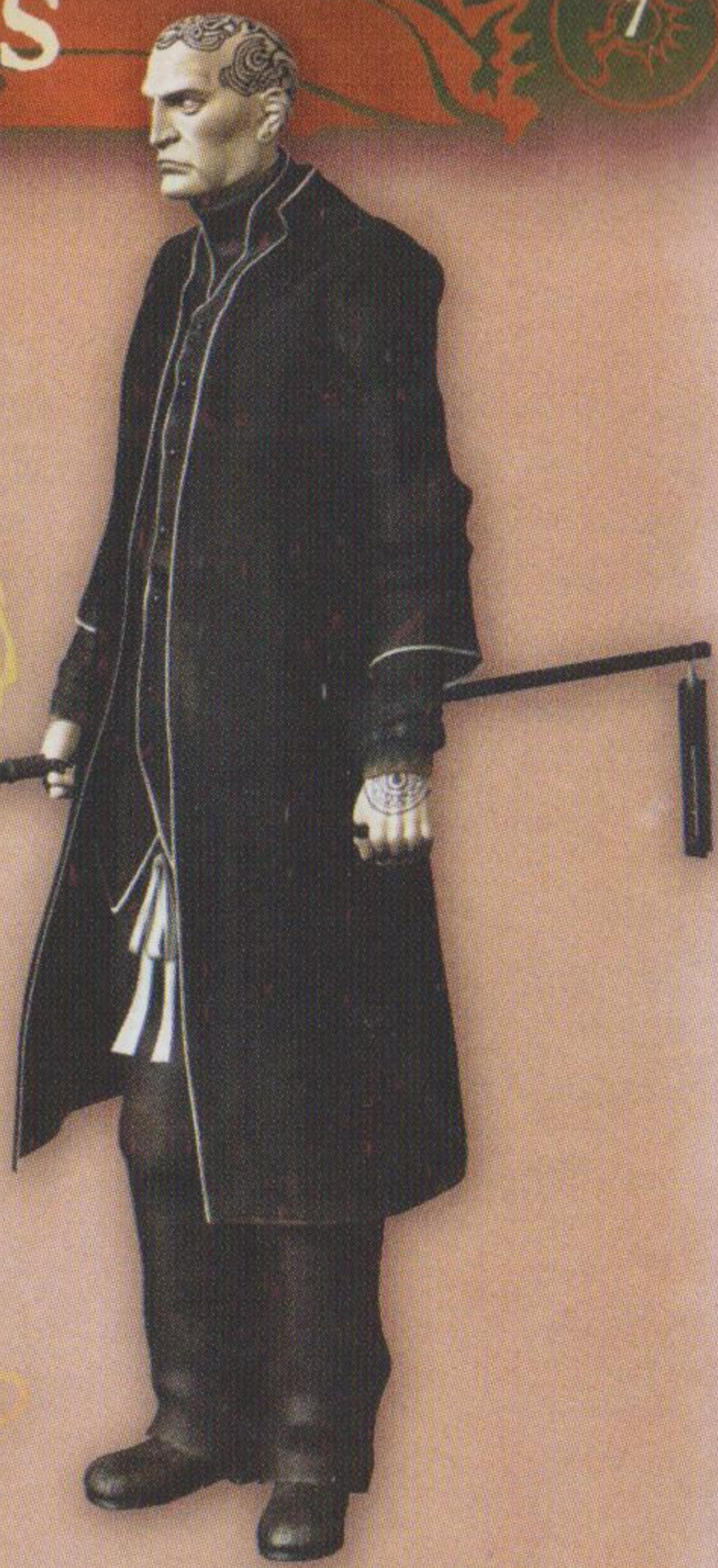
Sex: Male
Age: 20
Pact-beast: Black dragon
Pact-price: Songs
Location of mark: Neck

Within the castle, a man stands by Furiae and fights to protect her. Inuart was Caim's boyhood friend and was to be the husband of Furiae – until that awful day when she was named as the goddess. But even as their wedding became an impossibility, his love for her grew all the more powerful.

Though Inuart strives to be the strong-nerved warrior his childhood friend became, he knows that next to Caim he is little more than a weak child. His complex feelings towards Caim and his hopeless love for Furiae will later lead him into madness.

VERDELET

Verdelet is the one hierarch whose duty allows him to speak directly with the goddess. Though he wields no military power, he is a powerful authority within the Union. Verdelet is a pious man who is always careful to say and do the correct thing, but his selfishness and sense of self-preservation come to the fore when the situation becomes dire. When young, he made a pact with a dragon that now only lives on in petrified form.
Verdelet himself has no ability to fight.



Sex:	Male
Age:	72
Pact-beast:	Petrified dragon
Pact-price:	Hair
Location of mark:	Skull

LEONARD

Upright and just, Leonard is a kind soul who abhors the bloodshed of war. But despite his inherent decency, he is tormented by the knowledge of his faults and past mistakes; he places all blame for the death of his brothers upon himself. The faerie takes advantage of his instability to force a pact upon him. Leonard is very fond of Seere – perhaps because he reminds him of his brothers – and works hard to protect him from all enemies, including, of course, Arioch. He somewhat unwillingly battles the Empire at the side of Caim, his ally.

Sex:	Male
Age:	32
Pact-beast:	Faerie
Pact-price:	Sight
Location of mark:	Eyes

CHARACTERS

ARIOCH

The elf Arioch was a loving mother and wife until she was driven mad by the murder of her family at the hands of the Empire. Since then, she has become an insatiable murderess who targets any child she finds. She feels no guilt for her murders, only a pure joy as her young prey fall victim to her insanity. Always seeking to make Seere her next victim, she is a very dangerous ally indeed. Exactly why Verdelet accepted her into the party is unclear.

Sex:	Female
Age:	24
Pact-beasts:	Undine and Salamander
Pact-price:	Womb
Location of mark:	Abdomen

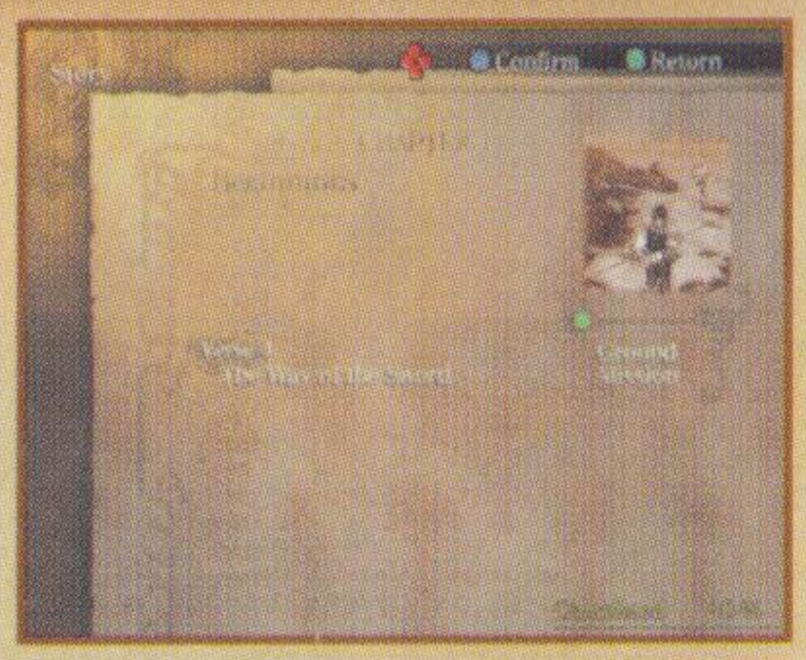
SEERE

Adored by his mother, Seere grew up bathed in affection, and as a result he feels strong guilt about the neglect of his twin sister, Manah. Perhaps that is why he is able to endure even the most brutal mistreatment. A good child who always behaves well, there is nevertheless an element of "poor me" in his character that leads him to deny responsibility for his misdeeds. He joins Caim's party to search for his lost sister.

Sex:	Male
Age:	6
Pact-beast:	Golem
Pact-price:	Time
Location of mark:	Whole Body

Brought together by unknown forces, this disparate band of allies seek to confront the awesome power of the malevolent Empire. Each of them, bound to their destiny by the sealing of a pact, seeks to find solace and redemption in the coming struggle: Leonard, wracked by guilt and bereft of hope; Arioch, an elf driven to insanity by the heartless cruelty of the Empire; Seere, a child scarred by tragedy. Alongside Caim, they are the last bastion of resistance against the power of the Empire.

CHAPTERS AND VERSES



Story Selection

The story is divided into chapters and verses. Each verse corresponds to a movie, event sequence or mission. The story advances as you complete each mission.
There are three types of mission:

Melee Mode

In melee mode, Caim faces enemies alone at ground level.

Strafe Attack

In strafe attacks, Caim may attack opposing ground forces from the air with his dragon, or dismount and fight them on foot.

Aerial Combat

In aerial combat, Caim and the dragon battle airborne foes at high altitudes.

Free Expeditions

After selecting "Load Game" from the main menu, you will have the option of continuing a saved game or exploring another side of the story in a free expedition.
(See FREE EXPEDITION section later in this manual for more details.)

ON A MISSION

At the beginning of each mission, your objective is displayed at the bottom of the screen. Most missions require you to defeat specific targets in order to complete them. You will accumulate experience points as you vanquish each foe. Caim receives experience points for enemies he destroys, while the dragon receives experience for her kills. You may obtain new weapons during your mission, but you will be unable to equip them until after you have cleared the mission.

Know the stakes with the R3 button!

Press the R3 button to display a map, the conditions for completing your mission, and your current status. (See MAP & MENU section later in this manual for more details.)

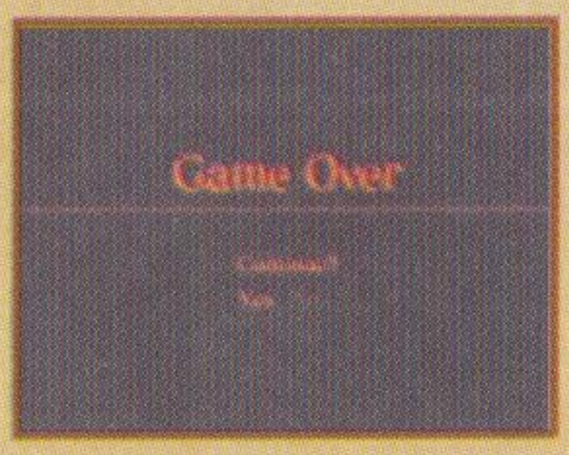
SAVING YOUR GAME

After you have successfully cleared a mission, the mission results will be displayed. These include experience points gained and power increases to your weapons or dragon. Before you proceed to your next mission, you will have the opportunity to save your progress to the Memory Card.

The Auto-save Option

The default setting for the Auto-save option is Off. If it is set to On in the Options menu accessible from the title screen, each time you complete a mission your progress will automatically be saved without prior prompt from the game.

- Only one saved game can be stored per Memory Card.
- You must have at least 41KB of free space available on the Memory Card.
- Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.
- When saving or loading data, do not switch off your console or remove the analog controller (DUALSHOCK®2) or Memory Card. Doing so may cause saved data to become corrupted.



GAME OVER

The game ends if you run out of HP or exceed the mission's time limit. By selecting "Continue", you may replay the mission from the beginning as many times as you like.

STARTING A NEW GAME

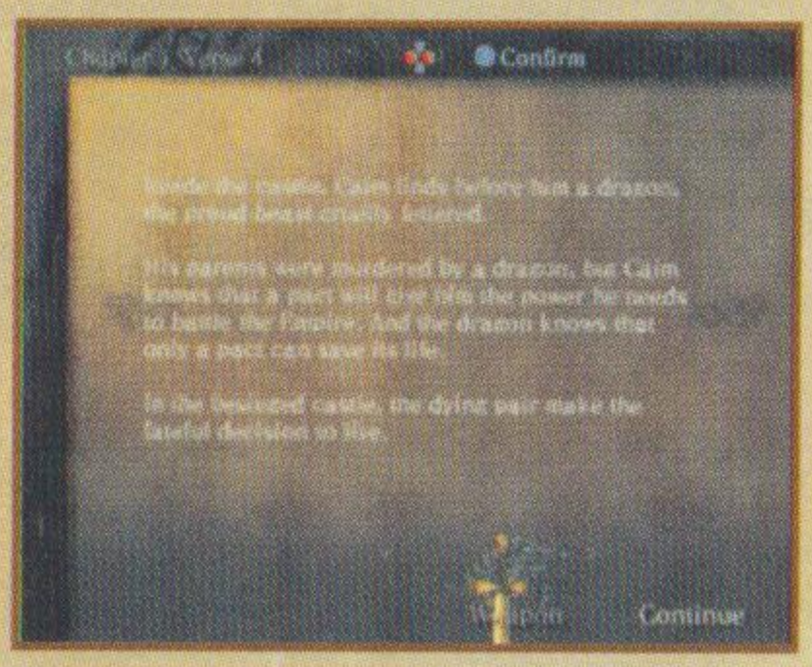
Gameplay

Players advance through the game by successfully clearing missions. The game progresses as follows:

NEW GAME

Starting a Game from the Beginning

The adventure begins when you select "New Game" from the main menu. Caim leaps into the fray, ready to cleave through hordes of enemy forces to save his sister, Furiae.



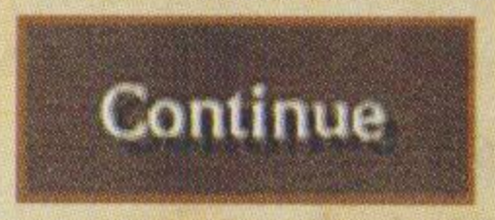
Ready for Battle

Before engaging the enemy, ensure you are properly equipped with the appropriate weapons.

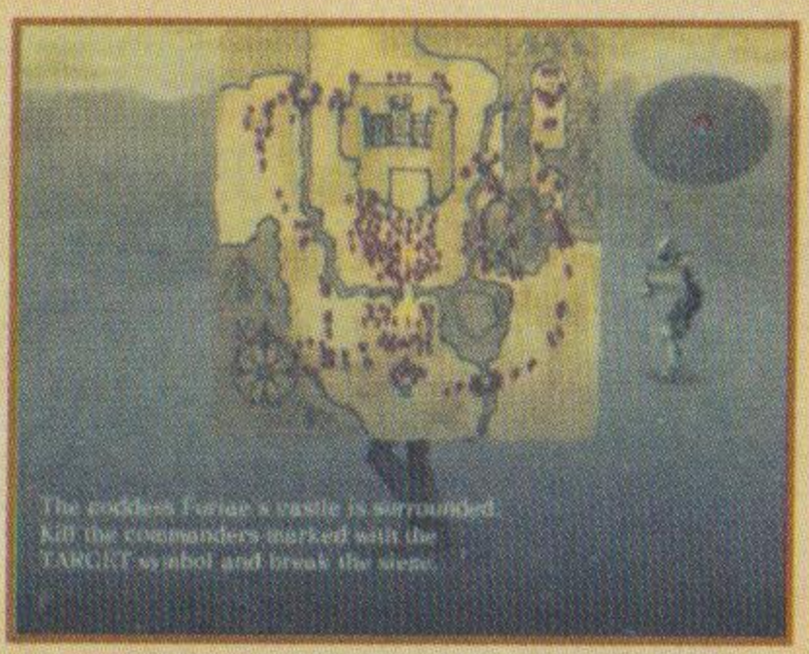
Selecting a Weapon

From the weapon selection screen, you may choose up to eight weapons which Caim can carry into battle. Caim may switch his weapon at any time during a mission, but he may only choose from the weapons which he has taken with him. (See WEAPONS section later in this manual for more details.)

Following the Story



Once you are ready for battle, select "Continue". Brief movies or events may precede missions as the story unfolds.



Beginning a Mission

At last the battle begins! Your objective appears on the screen as the mission starts. The story progresses as each mission is cleared and the next mission presents itself.

The Next Mission

Subsequent missions arise as each objective is met. Note that you may choose to replay a particular mission more than once before moving on to the next.

LOADING A GAME

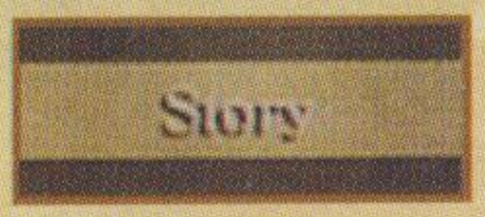
LOAD GAME

Continuing a Game

Select "Load Game" from the main menu to load saved data from the Memory Card. This will allow you to continue playing the game from the point where you last saved.

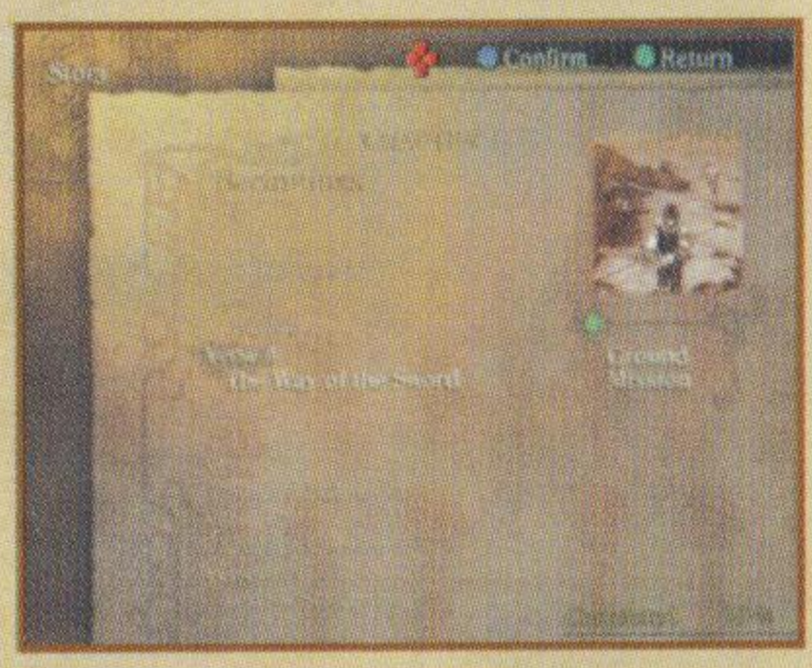
Story

Select "Story" to continue from your last cleared mission. You may also choose to replay a completed mission.



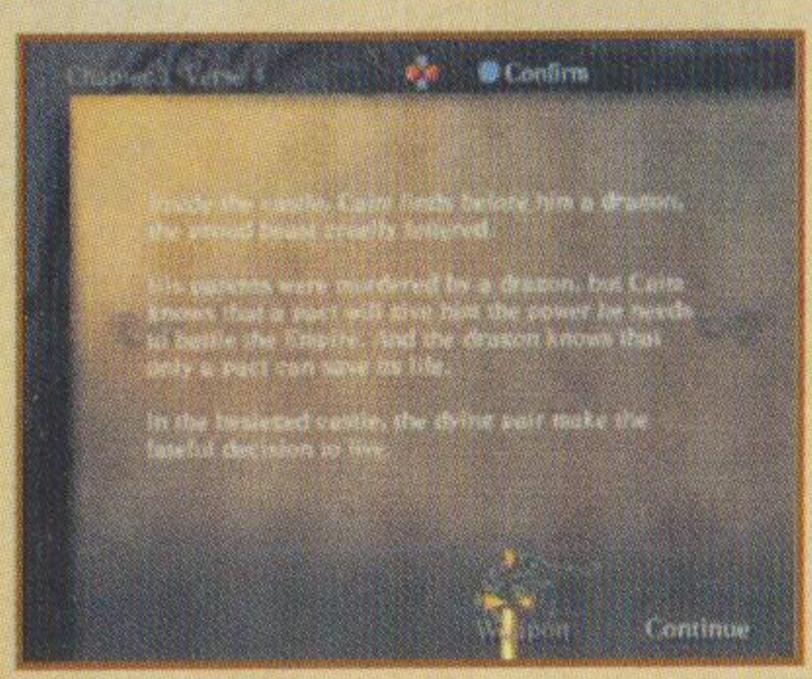
Free Expedition

As you complete certain chapters and verses, various free expeditions will become available. These may be played at will between missions. (See FREE EXPEDITION section later in this manual for more details.)



Selecting a Segment of the Story

When you select "Story", you may continue playing the game from your last save. You may also replay any of the missions you have completed to date. Replaying missions provides an opportunity to hone your skills and gain experience points. Use the left analog stick to select a chapter and verse, then press the ⊗ button to play that mission, movie or event.



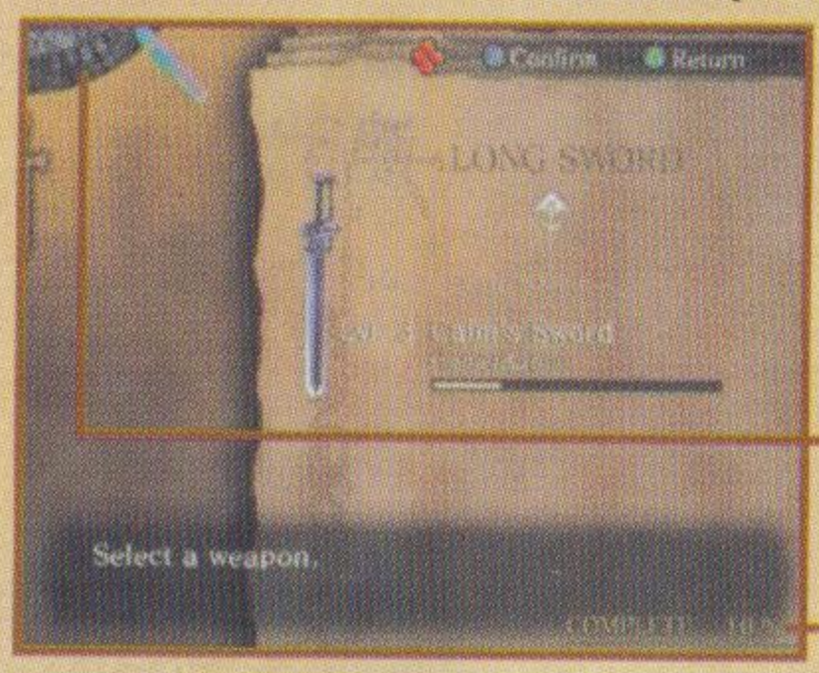
Ready for Battle

After selecting a mission, you are ready for battle. From this point forward, the game progresses in the same manner as a new game.

PREPARING FOR BATTLE

Be sure to be properly equipped before heading into battle. Choose the right weapons and allies to bring with you!

WEAPON SELECTION



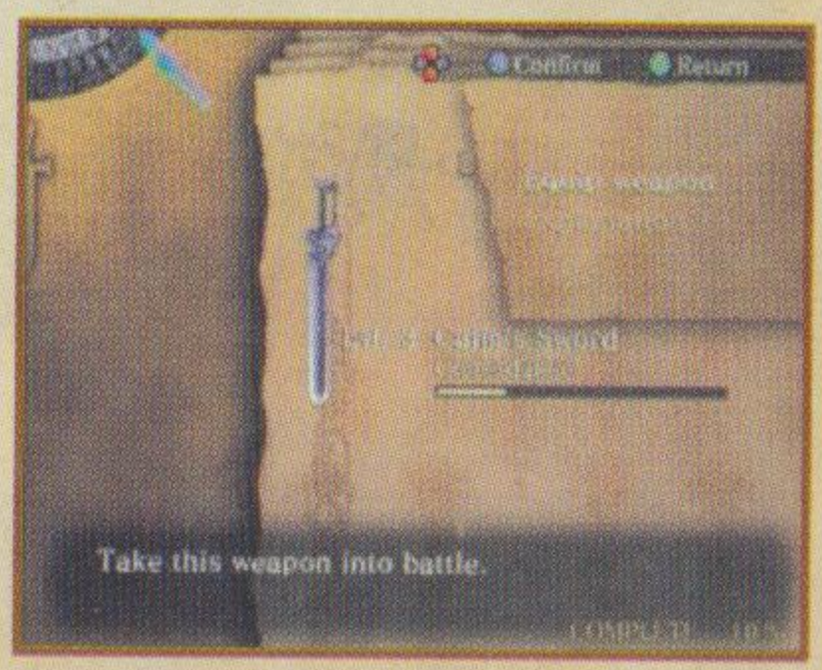
After selecting a chapter and verse, select "Weapon" from the lower right of the screen. This will allow you to select the weapons Caim will take into battle. Using the left analog stick, select a weapon and press the ⊗ button to confirm your selection.

Weapon Wheel Use the weapon wheel to select and equip Caim's weapons during battle.

Complete
This figure indicates what percentage of the game's weapons you have acquired.

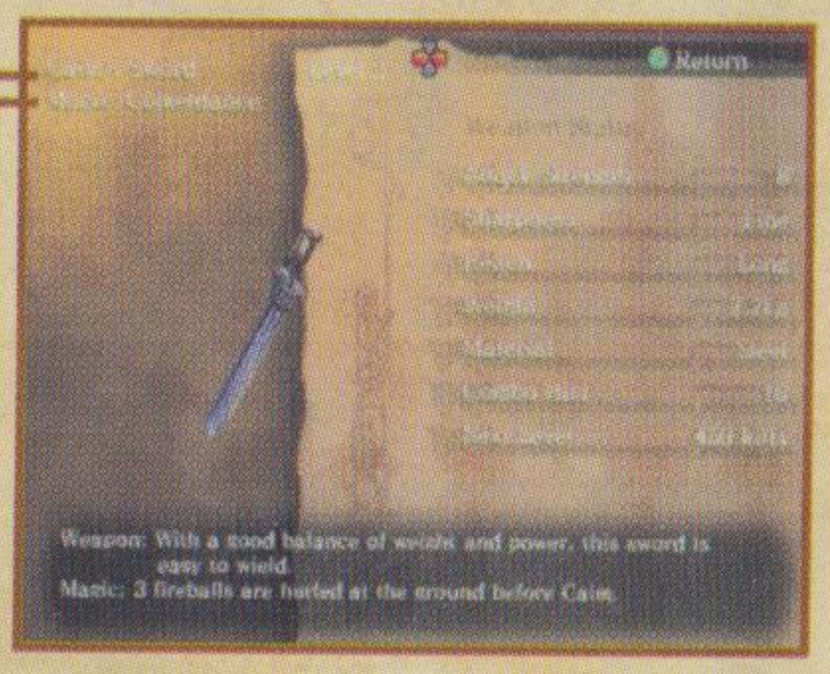
Adding a Weapon

From the weapon menu, you may use the left analog stick to select a weapon to add (equip) or remove (unequip) from the weapon wheel. Press the ⊗ button to confirm your selection. Remember: only the weapons placed on the weapon wheel will be taken into battle.



Explanation

This allows you to check a weapon's status, including information on attack strength, sharpness, reach, weight, material, combo hits and the number of kills required to reach the next level.
You may also view the weapon's history by pressing the ← directional button. Select "Explanation" and press the ⊗ button to view this screen.


Return
Weapon: With a good balance of weight and power, this sword is easy to wield.
Magic: 3 fireballs are hurled at the ground before Caim.

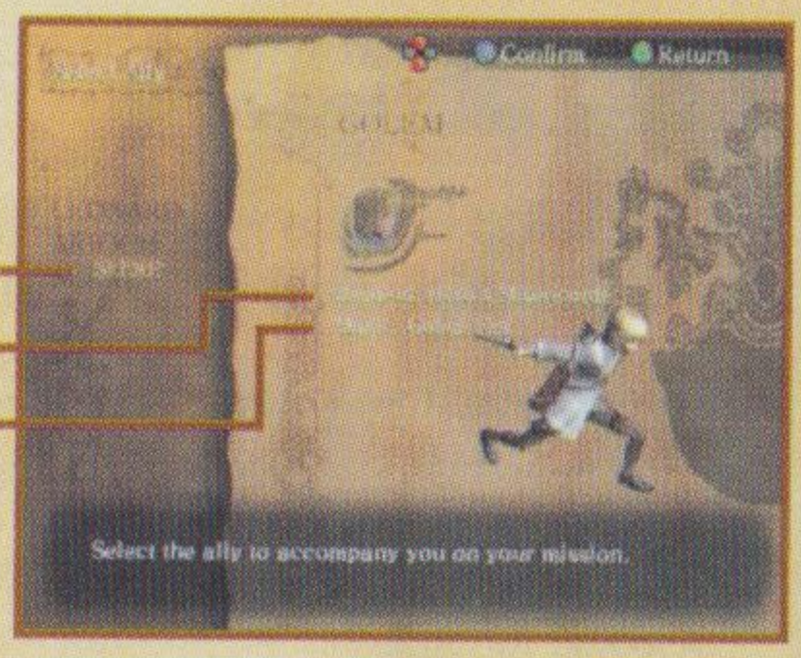
Weapon name and level
Associated magic

Attack Strength	Indicates degree of damage inflicted on opponent
Sharpness	Edged and unedged weapons handle slightly differently in combat
Reach	Indicates attack range
Weight	Affects attack speed
Material	Indicates weapon's basic component
Combo Hits	Indicates number of hits in a combo attack
Next Level	Indicates number of kills needed to reach the next level

ALLIES IN BATTLE

Selecting an Ally

After you have selected a mission, choose "Ally" on the next screen, then use the left analog stick to pick an ally; press the ⊗ button to confirm your selection. You may cancel your selection by pressing the △ button.

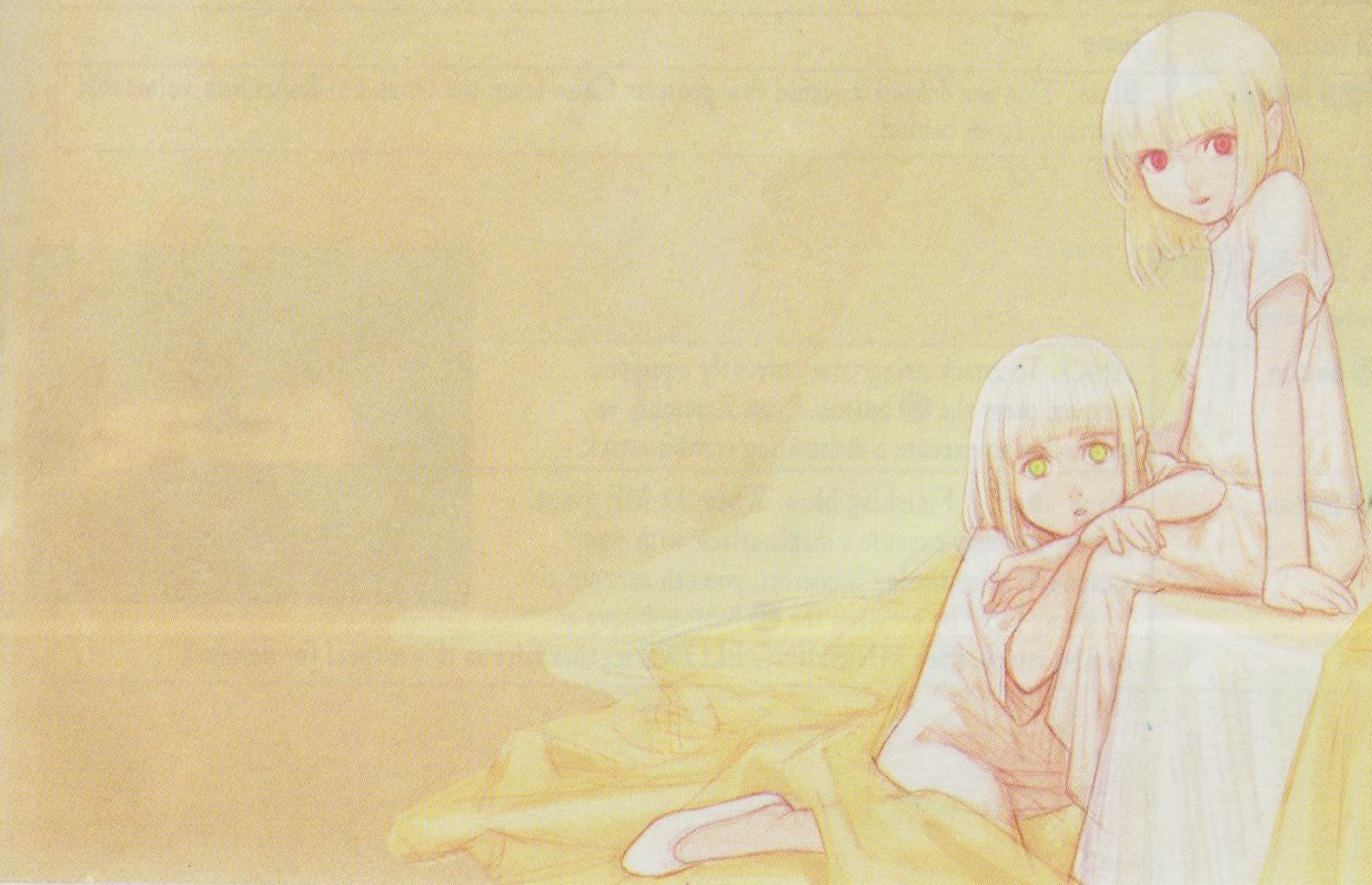


Summoning an Ally

If Caim's HP become dangerously low during a battle, you may be able to weather the storm by calling on an ally for help. Press the ◉ button to have your ally fight in Caim's place. When an ally fights in the place of Caim, he or she will lose HP over time – whether they receive damage or not. When the ally's HP reaches zero, Caim must fight again.

Summon Limit

This indicates the number of times the ally may be summoned per mission.



GROUND BATTLES

Eliminating Enemies on the Ground

In this mode, Caim wields his weapon to destroy ground-based enemy forces. From here, he can take out enemies such as archers and wizards – crafty foes who strike at the dragon's weak points. If you can eliminate these enemies, attacking from the air will be a far more effective proposition.

1) **MP Gauge:** Indicates your current MP (magic points). Caim's MP increase as he strikes enemies. Store up your MP, then unleash special attacks!

2) **HP Gauge:** Indicates your current HP (health points). The game ends if Caim runs out of HP.

3) **Radar:** Indicates the location of nearby adversaries. Red indicates an enemy; yellow indicates a "Target".

4) **Counter:** Indicates the number of enemies you have felled in the current mission.

5) **Enemy HP:** Indicates the current HP of a foe. An enemy will fall when this reaches zero.

MOVING

Navigating the Battlefield

left analog stick	Walk / Run. To walk, move the left analog stick slightly in the direction you wish to go. To run, move the left analog stick fully in the direction you wish to go. After running for a certain time, Caim will increase his pace and begin to sprint.
right analog stick	Move camera
L1 button	Roll left
R1 button	Roll right
⊗ button	Jump
L2 button	Block. This is a defensive stance that protects Caim from the front, but leaves him vulnerable to attacks from behind.

ATTACKING

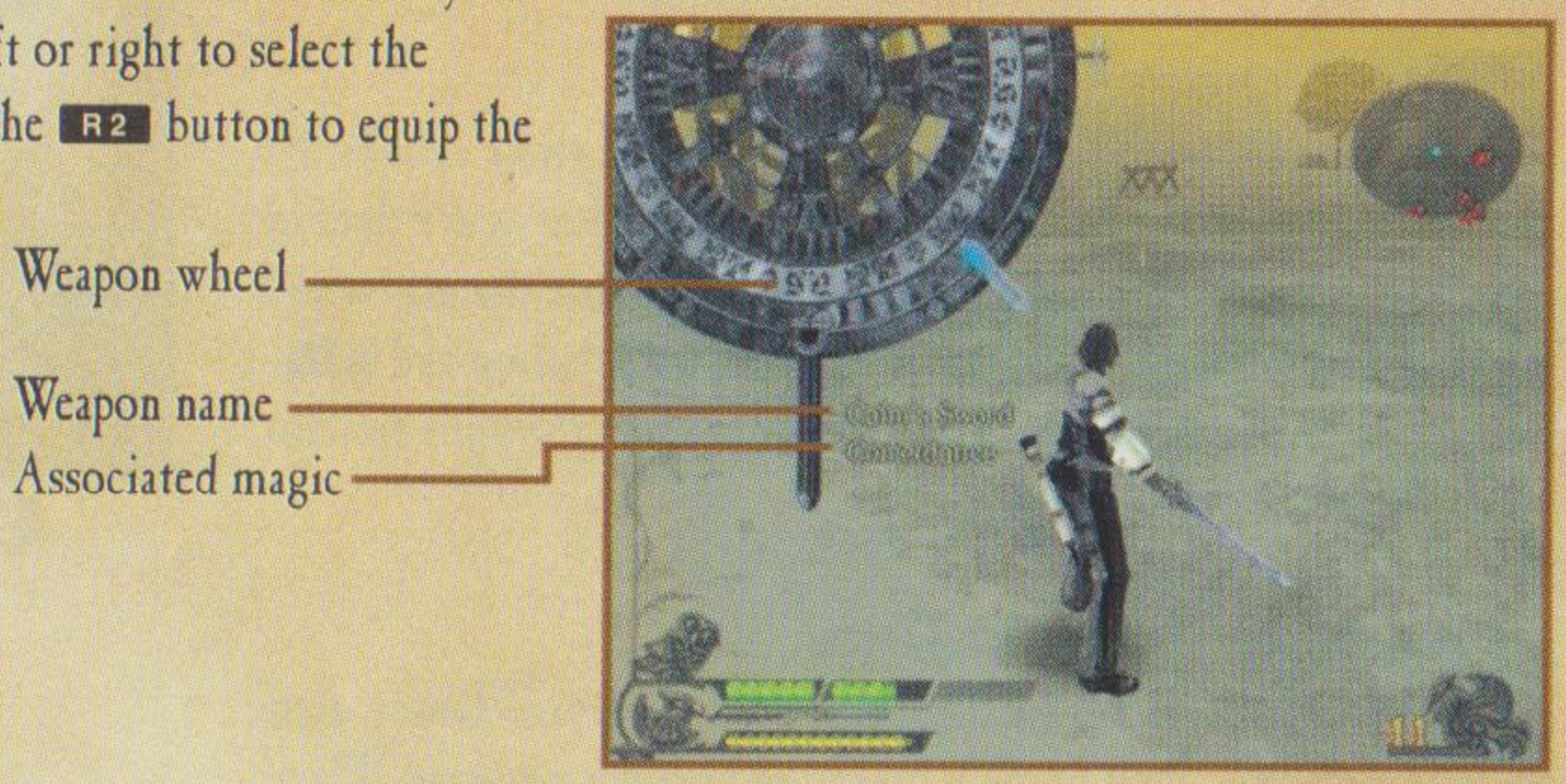
Swing away!

□ button	Attack. To attack using your currently equipped weapon, press the □ button. Press it quickly in succession to execute a devastating combo attack.
△ button	Magic attack / Finishing blow. When the MP gauge blinks, you may execute a magic attack with your weapon. If your timing is correct, you can execute a finishing blow by pressing the △ button during a combo attack. (See FINISHING BLOWS section later in this manual for details.)

CHANGING WEAPONS

Choose the Appropriate Weapon

The weapon wheel can be accessed by holding down the R2 button. When the weapon wheel appears in the upper left of the screen, continue holding the R2 button while you move the left analog stick to the left or right to select the weapon you wish to equip. Release the R2 button to equip the currently selected weapon.



INFORMATION

Sizing Up the Situation

◉ button	Summon an ally. If you have an ally with you during a mission, you may summon him or her to take over for Caim in battle.
L3 button	Turn the enemy HP gauge on or off
R3 button	View map
START button	Pause
SELECT button	Mount / Dismount dragon. In the course of the story, you will be able to fly on the back of a dragon.

Keep your guard up!!
Good defence is essential for survival. Use the L2 button to block as you approach enemies with arrows or other long-range weapons. You can also use the L1 button and R1 button to roll and dodge incoming strikes.

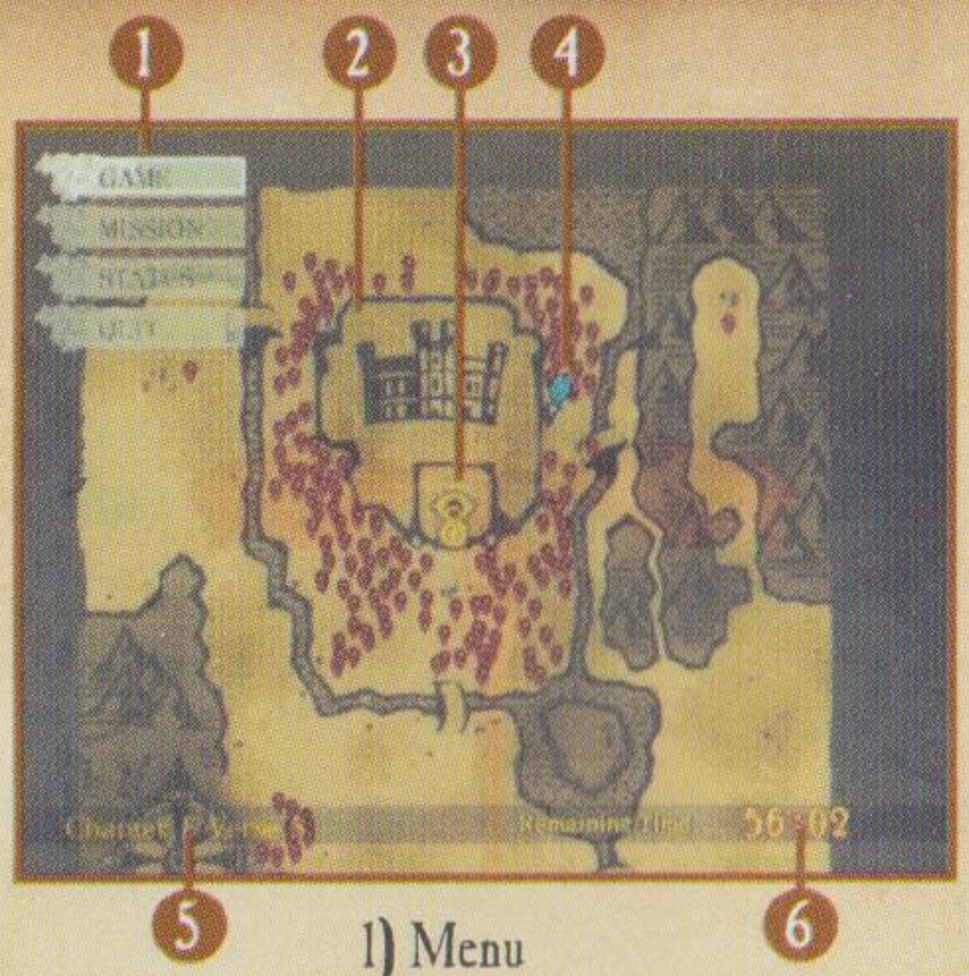
MAP & MENU

Understanding the Battle

During any mission, press the R3 button to view the map screen. You can also check your current status and the conditions for completing your mission from this screen.

MAP

The map is only available during melee mode and strafe attacks. A blue arrow indicates Caim's location. Enemies appear as red dots and a yellow circle marks mission targets. You can move the map with the right analog stick and rotate it with the L1 button and R1 button. Press the L1 button and R1 button at the same time to reset the map to its original position.



1) Menu
2) Area Map
3) Target
4) Caim's Position
5) Chapter & Verse
6) Remaining time - the game will end if you run out of time.

Taking Out Targets

Eliminating enemies with the word "Target" above their heads is crucial to clearing missions. When viewing the map, Caim's location is marked by a blue arrow, and "Targets" are marked by yellow circles.

MENU

Use the left analog stick or the directional buttons to make your selection.

GAME

Closes the map screen and returns to the game.

MISSION

Displays the conditions for completing your mission.

STATUS

Displays crucial information about your character and weapons:

Level	Caim's current level
HP	Current and maximum HP
Dragon EXP	Dragon's experience points
Kills (Mission)	Number of defeated opponents during the current mission
Kills (Total)	Total number of defeated opponents
Time (Total)	Total time played
Number of Attacks	Total number of successful hits
Weapons Collected	Expressed as a percentage of the total number available in the game

QUIT

Press the START button to exit the game and return to the mode selection screen. Unsaved progress will be lost.

COMPLETING MISSIONS

View Results and Save the Game

You may view the results of a mission once it is complete. If you acquire any weapons during the mission, you will be able to use them in the following missions. If you gain enough experience points, your level will increase. You can also save your game after viewing the mission results. (See SAVING YOUR GAME section for more details.)

MISSION RESULTS

View the results of the mission.

MELEE MODE, STRAFE ATTACK

Total Time Amount of time taken to complete the mission
Maximum Chain Longest chain attack performed
Remaining Health Caim's HP at the end of the mission

AERIAL COMBAT

Total Time Amount of time taken to complete the mission
Magic Attacks Number of magic attacks performed
Remaining Health Dragon's HP at the end of the mission

CAIM'S STATUS

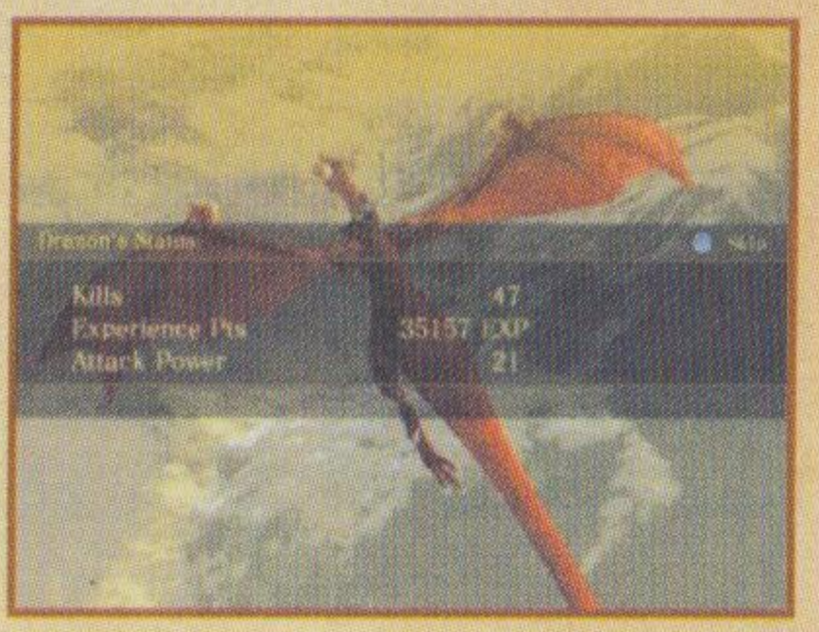
View Caim's status and the number of enemies he has defeated.

Kills Number of enemies Caim has defeated
Level Caim's current level and experience gained
Health Total health after new experience points are applied

DRAGON'S STATUS

Your dragon's status appears when your dragon gains experience through strafe and aerial battles.

Kills Number of enemies the dragon has defeated
Experience Pts Total experience gained by the dragon
Attack Power Dragon's attack strength after new experience points are applied



Treasure Chests

In some missions, you may discover treasure chests. Some appear on the map, while others are hidden. Walk over treasure chests to open them, and walk over them again to acquire their contents. Any weapons acquired will be available for use after you complete the current mission.

MASTERING COMBAT

Annihilate the enemy with combos and chain attacks!

Make your enemies feel your wrath via two special techniques: finishing blows and chain bonuses.

FINISHING BLOWS

Cut them down with a torrent of strikes!

When your weapon glows...

Press the ▣ button repeatedly to unleash combos. If you see your weapon glow during your attacks, press the △ button at the correct time to unleash a finishing blow!

To unleash a finishing blow:

Finishing blows are powerful attacks that inflict damage to surrounding enemies. The amount of damage inflicted depends on the number of hits made with the current combo. The longer your combo is before the strike, the greater the damage will be.

CHAIN BONUSES

Grab the spheres!

Every time you finish a combo, the number of successful hits is tallied. You will receive bonus experience points based on this number. Furthermore, achieving a certain number of hits causes a sphere to appear nearby. Spheres have a variety of helpful effects. Some spheres replenish your health, while others can wipe out nearby foes with a surge of destructive power.

Defeat the commanders!

Enemies on the ground are organised into units, each led by a commander. A circle appears next to a commander's health. By defeating the commander, you can sow confusion among the subordinates, thereby reducing the unit's combat effectiveness. Eliminate commanders early in the fight to gain an advantage.

WEAPONS

Weapons with Magic

Each weapon's magic attacks affect your attack capabilities in two important ways. Let's take a look at these unique characteristics.

MAGIC ATTACKS

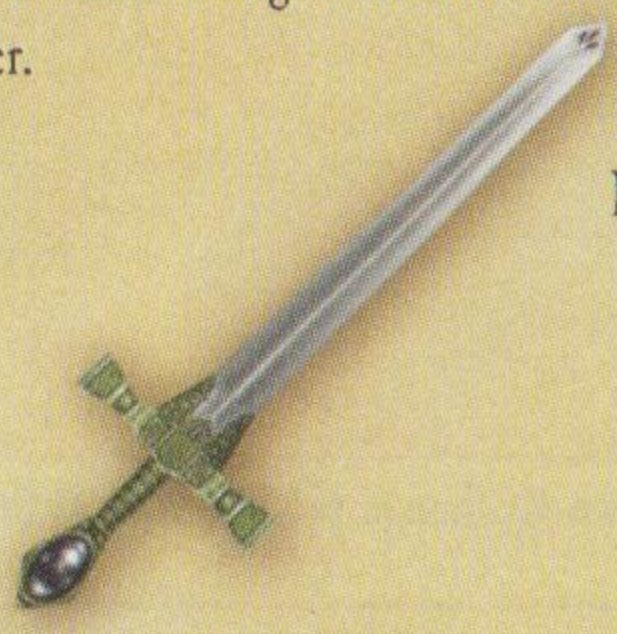
When the MP gauge begins to blink, you can execute a magic attack using your equipped weapon. You gain MP by striking enemies.

Replenish MP

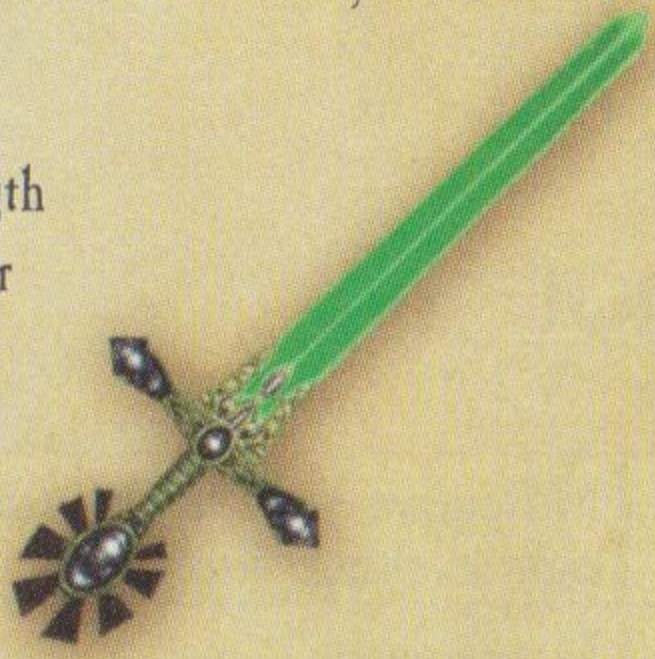
Magic attack!

WEAPON LEVEL

Weapons thrive on the blood of your enemies. As a weapon improves with use, its shape may change and the weapon will become stronger. Its attack strength and number of combo hits may increase – as well as its inherent magical power.



More attack strength
More magic power
More combo hits



There are several types of weapon, such as long swords, axes and spears. Below are two examples of the weapons that will become available during the course of the game:

Glory's Bane

This weapon inflicts light damage, but it allows the wielder to turn quickly. Glory's Bane contains the magic attack known as Damocles' Strike.

Foul Blade

Though vulnerable to counterattacks due to its weight, this axe can inflict great damage. Its Eye of the Salamander magic attack shoots a fiery blast at surrounding opponents.

SKY BATTLES

Gain control of the skies and eliminate enemies on the ground!
Your pact with the dragon gives you the power to battle airborne enemies above the battlefield – and attack enemies on the ground from above.

Eliminate airborne enemies!
AERIAL BATTLE
In this mode, you mount the dragon and destroy airborne enemies.
Take command of the skies and the enemy on the ground will be yours to destroy.

Purge the earth of enemies!
STRAFE MODE
In this mode, you use the dragon to obliterate enemy forces on the ground.
This serves as an excellent way to search for targets.

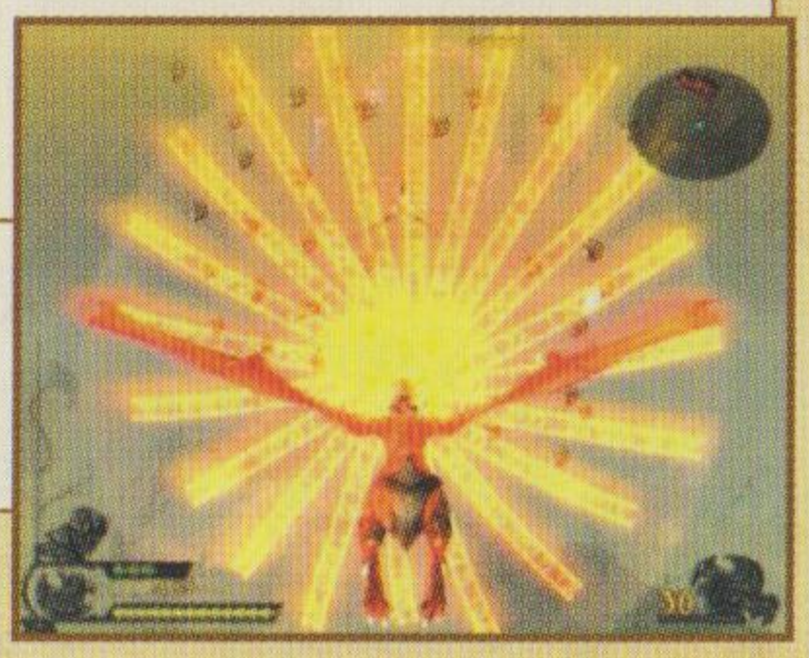
FLIGHT CONTROL
Soar through the sky!

left analog stick	Movement. Move the left analog stick up or down to change pitch. Move it left or right to change direction.
right analog stick	Move camera
⊗ button	Beat wings to accelerate. Press the ⊗ button to increase your speed. You can execute a quick turn by moving the left analog stick left or right and simultaneously tapping the ⊗ button.
L1 button	Roll left
R1 button	Roll right
L1 button + R1 button	180-degree turn
R2 button	Face enemy. When in aerial battle mode, this allows you to automatically turn to face the enemy.
L2 button	Turn the camera towards the enemy (aerial combat only)
L3 button	Toggle enemy health display
R3 button	View map
START button	Pause
SELECT button	Mount / Dismount dragon (strafe mode only)

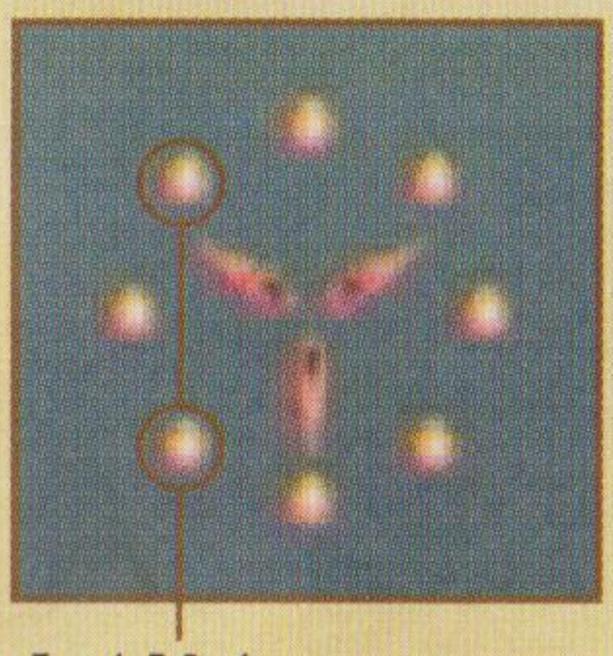
DRAGONFIRE

Turn the enemy to ash!

■ button	Attack / Lock on to target. Press the ■ button once to unleash a dragonfire attack. Hold down the ■ button to lock on to multiple enemies, then release the ■ button to release multiple dragonfire attacks. Each time you score a hit, you gain MP.
▲ button	Magic attack (aerial battle / strafe mode). When in an aerial battle, you will unleash a tremendously powerful magic attack towards the enemy. When in strafe mode, you will incinerate the nearby ground in spectacular fashion.
◉ button	Change targets (aerial battle). Note: locking on to an enemy increases your accuracy, but individual fireballs are more powerful. Fireballs are also far more potent against closer enemies.



MULTIPLE TARGET LOCK



Lock Marks
Display the number of enemies vulnerable to target lock. As your dragon evolves, it can lock on to greater numbers of enemies.

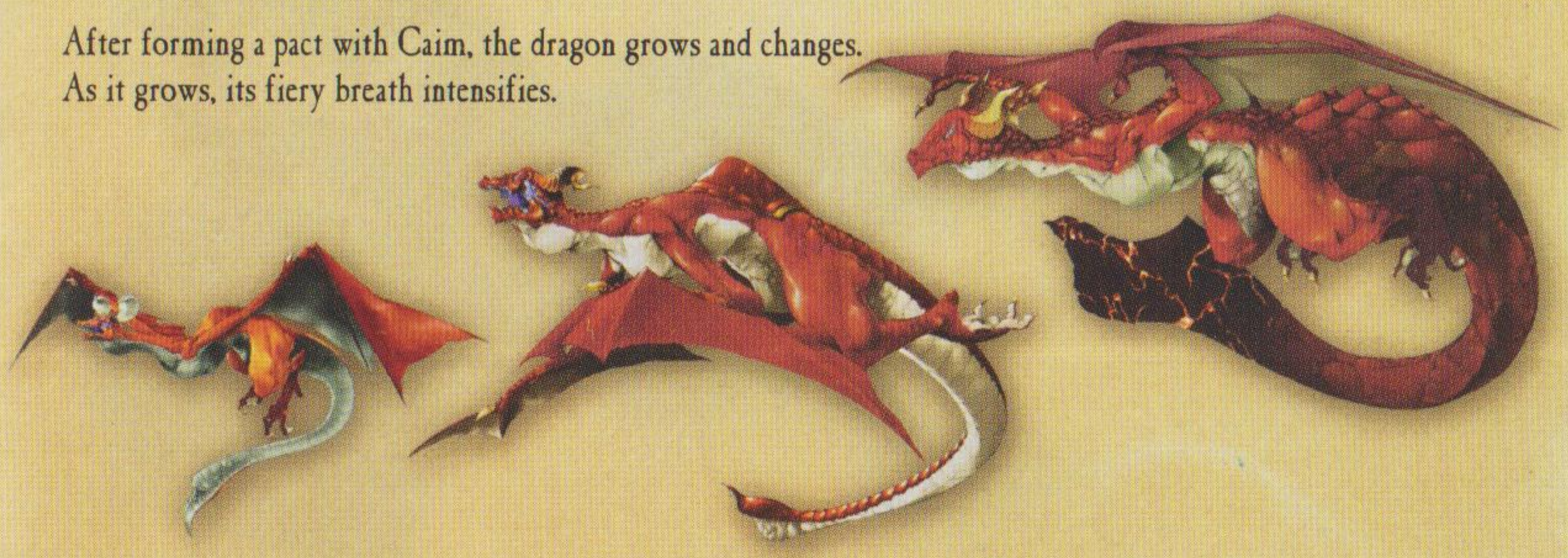
Strike at multiple enemies!

When in an aerial battle, you can use the dragon's sights to execute guided attacks. Normally, you cannot attack when the sights appear blue. Once the enemy is in range, the sights will change to red. You can then lock on to targets you have caught in your sights. Hold down the ■ button as you move the dragon in order to lock on to enemies. Release the ■ button to attack each enemy.

DRAGON GROWTH AND TRANSFORMATION

As dragons grow, so does their power.

After forming a pact with Caim, the dragon grows and changes. As it grows, its fiery breath intensifies.



FREE EXPEDITIONS

Level up through free expeditions!
Free expeditions are unlocked after you reach a certain point in the story. Their availability depends on a number of conditions.

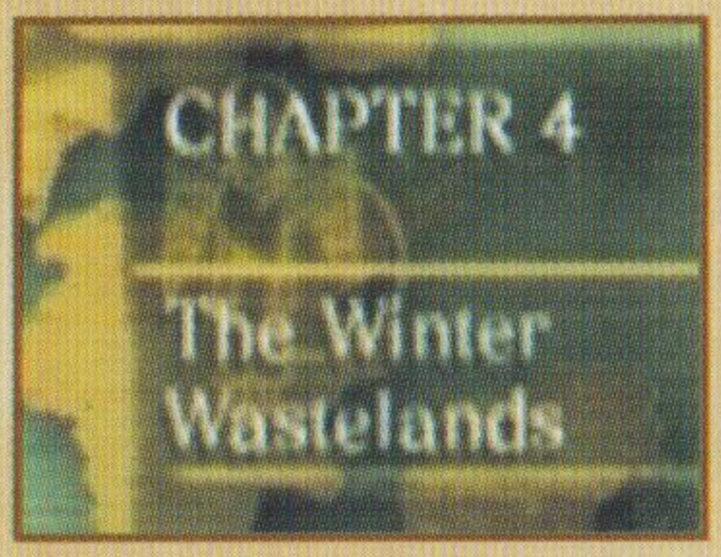
Available Locations

Cursor

Expedition Types

SELECT LOCATION

A flag will appear on the map to indicate that a mission has become available. When you move the cursor over a flag with the left analog stick or directional buttons, the location name and expedition types are displayed. Use the ⊗ button to confirm your selection. Press the △ button to cancel and return to the mode selection screen.



SELECT MISSION

Missions appear after you select a location. Use the left analog stick or the ⬆ and ⬇ directional buttons to select a mission, then press the ⊗ button to confirm your selection. Press the △ button to return to the location select screen.

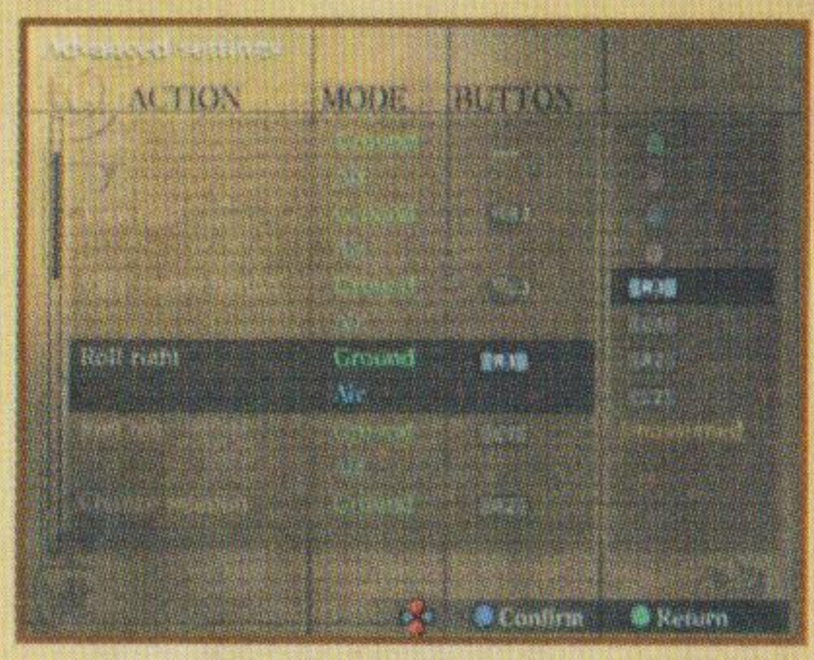
SELECT DRAGON

If a mission involves air combat, you may choose the level of the dragon you wish to ride. Use the left analog stick or the ⬆ and ⬇ directional buttons to select a level, then press the ⊗ button to confirm your selection. More levels become available as you progress through the game.

OPTIONS

By selecting "Options" from the main menu, you can adjust various game settings.

Move the left analog stick up or down to select an item on the options list, then move the left analog stick to the left or right to change the setting. Press the △ button to exit.



Difficulty	Selects the difficulty of the game play: Easy or Normal. You may change this setting before returning to a saved game.
Camera Assist	This setting determines how closely the camera will track locked-on targets in air-to-air missions. At zero, the camera will not follow the movement of your target. At three, the camera will swing to follow an enemy, even if they move behind the dragon.
Blood	Turns blood effects on or off (does not affect movie scenes).
Vibration	Toggles the vibration function of your controller on or off.
Subtitles	Toggles the display of subtitles in movie scenes on or off.
Sound	Toggles audio settings between stereo or mono.
Music	Adjusts the volume level of background music.
Sound Effects	Adjusts the volume level of in-game sound effects.
Auto-save	Allows you to automatically save after each cleared mission.
Advanced settings	Allows you to view additional options.
Load	Loads previously saved options data from a Memory Card inserted in MEMORY CARD slot 1. These settings will remain active after you press the △ button to exit the options screen.
Default	Restores all options to their original settings.

SUPPORT/HINT LINE

AUSTRALIA
1902 262 606
Calls charged at $2.48 per minute + GST

NEW ZEALAND
0900 54263
Calls charged at $1.99 per minute + GST

Higher rates apply from mobile or public phones on both numbers

CREDITS

SQUARE ENIX CO., LTD.

Development Staff

Producers	TAKAMASA SHIBA
	TAKUYA IWASAKI
Assistant Producer	TAKASHI ORIKATA
Product Manager	MASATOSHI FURUBAYASHI
Scenario Writer	SAWAKO NATORI
Lead Programmers	TOSHIYUKI KOIKE
	TAKESHI KATAYAMA
Character Designers	KIMIHIKO FUJISAKA
	TARO HASEGAWA
Chief Designer	AKIRA YASUI
Game Designer	HIROAKI KOTAKE
Sound Director	NOBUYOSHI SANO
Movie and Storyboard Director	HIROYUKI HAYASHIDA
Movie Directors	KAZUYA SASAHARA
	MAKOTO SEKI
	SATOSHI UEDA
Storyboard Artist	HIROYUKI KITAKUBO
Director	YOKO TARO

Localisation Staff

General Manager	AKIRA KASHIWAGI
Localisation Director	KAZUYOSHI TASHIRO
Localisation Co-ordinator	FUMIKO KUROKAWA
Localisation Assistant	SHINGO HOSOKAWA
Translator (English)	PHILIP D. GIBBON
Editor (English)	COLIN WILLIAMSON
Translator (French)	JACQUES MARTINE
Translator (German)	JOSEF SHANEL
Translator (Italian)	BARBARA PISANI
Translator (Spanish)	RAUL AROL

US Recordings

Producers	YUTAKA MASEBA
	HARUYO KANESAKU
	OSAMU MASEBA
Director	MARY ELIZABETH MCGLYNN
Recording Facility	MAGNITUDE 8 POST
Digital Tracker	MICHAEL MCCARTY
ADR Writer (Movie)	MARY CLAYPOOL

Produced by ZRO Limit Productions in association with Animaze...iNC

SQUARE ENIX USA., INC.

Quality Assurance Manager	DAVID "RIBS" CARRILLO
Senior Lead Product Analyst	MOHAMMED A.C. WRIGHT
Localisation Manager	YUTAKA SANO

SQUARE ENIX EUROPE LTD.

Deputy Managing Director	TOMOHIRO YOSHIKAI
Marketing Communications Manager	STEPHANIE JOURNAU
Assistant Manager Marketing / PR	ABBASS HUSSAIN
Production Department Manager	KATRIN DAROLLE
Assistant Manager IT	ALEX MORESBY
Assistant Production & Localisation	YUKO TOMIZAWA
Localisation Co-ordinator - Editor	SEB OHSAN BERTHELSEN
English Team	OLI NEWTON-CHANCE
	JONATHAN HOLMES
	KRIS KULLENGREN
	GAR POON
	MORGAN RUSHTON
French Team	FLORENCE REIDENBACH
	GENEVIEVE MARIER HOWARD
	TAOUFIQ MAKHTOUM
	XAVIER MERLIN
	PHILIPPE LAFAYE
	CHARLES REVILLON
	ISAAK VIE
German Team	ANDRÉ WOITCZYK
	THORSTEN SCHAEFER
	MATTHIAS AMPFERER
	GÖKALP BABANYIGIT
	STEFANIE DEINET
	FALCO-RAMIN JAVAZI
	LARISSA KOGLECK
Italian Team	ANTONIO MARFUGGI
	NELLA MOSCIA
	PAOLO NISTRI
	LARA CELENZA
	FEDERICO LODOLI
	NICOLA SEBASTIANI
Spanish Team	RAFAEL RÍOS PÉREZ
	RICARDO ROBREDO QUINTANA
	HERME FERRANDO RODRÍGUEZ
	HERMINIA ALONSO MUÑIZ
	RAÚL NIETO GARCÍA
	LARA RAMOS PICAZO

GATHERING

Producer	SIMON PICARD
Assistant Producer	MARK WARD
Executive Producer	RUPERT EASTERBROOK
Development Director	LUKE VERNON
Worldwide Head of Marketing	SARAH SEABY
Worldwide Project Manager	CHRISTINA CAMEROTA

TAKE 2 EUROPE

Group Production Manager	JON BROADBRIDGE
Group Production Co-ordinator	CHRIS MADGWICK
Group Design Manager	JAMES CROCKER
Online Marketing Manager	JULIAN HODDY
Deputy PR Manager	JONNIE BRYANT
Product Manager	KATHERINE TERRY
UK Marketing Manager	TINA HICKS

LINCOLN QA TEAM

QA Manager	MARK LLOYD
Lead Tester	PHIL ALEXANDER
Testers	CARL YOUNG
	ALAIN DELLEPIANE
	CHRIS WELSH
	FRANCOIS "BUGS" FOUCHET
	DOMINIC GARCIA
	JOBY LUCKETT
	TIM BATES
	KIT BROWN
Special thanks to:	KUMIKO KONDO

Customer Services Numbers

• Australia — **1300 365 911**

Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Österreich — **0820 500 535**

0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Belgique/België/Belgien — **011 516 406**

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **33 26 68 00**

Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **0820 31 32 33**

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Deutschland — **01805 766 977**

0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Ελλάδα — (00 301) 677 7701

Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμ ούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξ υλισμικού των προϊόντων PlayStation.

• Ireland — **0818 365065**

All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Israel — **09 971170**

Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Italia — **848 82 83 84**

Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **21 344700**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Nederland — **0495 574 817**

Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Norge — **820 75 050**

Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**

Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 40**

Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**

Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK — **08705 99 88 77**

National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

GATHERING

www.drakengard-europe.com

SQUARE ENIX™
www.square-enix-europe.com

SLES-52322

", "PlayStation", "△○×□" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

DRAKENGARD™ © 2003, 2004 cavia/SQUARE ENIX CO., LTD. All rights reserved. DRAKENGARD and the SQUARE ENIX logo are trademarks of SQUARE ENIX CO., LTD. Published by Gathering a Take-Two company.

5026555302685